

Make a document which includes all functions related to file operation with syntax and small example.

Basic file Operations :

fopen ()	Creating a file or opening an existing file
fclose ()	Closing a file
fprintf ()	Writing a block of data to a file
fscanf ()	Reading a block data from a file
getc ()	Reads a single character from a file
putc ()	Writes a single character to a file
fseek ()	Sets the position of a file pointer to a specified location
ftell ()	Returns the current position of a file pointer

To create a file in a 'C' program following syntax is used,

```
FILE *fp;  
fp = fopen ("file_name", "mode");
```

File Mode	Description
r	Open a file for reading. If a file is in reading mode, then no data is deleted if a file is already present on a system.
w	Open a file for writing. If a file is in writing mode, then a new file is created if a file doesn't exist at all. If a file is already present on a system, then all the data inside the file is truncated, and it is opened for writing purposes.
a	Open a file in append mode. If a file is in append mode, then the file is opened. The content within the file doesn't change.
r+	open for reading and writing from beginning
w+	open for reading and writing, overwriting a file
a+	open for reading and writing, appending to file

Example:

```
#include <stdio.h>  
int main() {  
FILE *fp;  
fp = fopen ("data.txt", "w");  
}
```

You can specify the path where you want to create your file

```
#include <stdio.h>  
int main() {  
FILE *fp;  
fp = fopen ("D://data.txt", "w");  
}
```

fclose :

```
fclose (file_pointer);
```

Example:

```
FILE *fp;  
fp = fopen ("data.txt", "r");  
fclose (fp);
```

fputc() :

```
#include <stdio.h>  
int main() {  
    int i;  
    FILE * fptr;  
    char fn[50];  
    char str[] = "Guru99 Rocks\n";  
    fptr = fopen("fputc_test.txt", "w"); // "w" defines "writing mode"  
    for (i = 0; str[i] != '\n'; i++) {  
        /* write to file using fputc() function */  
        fputc(str[i], fptr);  
    }  
    fclose(fptr);  
    return 0;  
}
```

fputs () :

```
#include <stdio.h>  
int main() {  
    FILE * fp;  
    fp = fopen("fputs_test.txt", "w+");  
    fputs("This is Guru99 Tutorial on fputs,", fp);  
    fputs("We don't need to use for loop\n", fp);  
    fputs("Easier than fputc function\n", fp);  
    fclose(fp);  
    return (0);  
}
```

fprintf() :

```
#include <stdio.h>  
int main() {  
    FILE *fptr;  
    fptr = fopen("fprintf_test.txt", "w"); // "w" defines "writing mode"  
    /* write to file */  
    fprintf(fptr, "Learning C with Guru99\n");  
    fclose(fptr);  
    return 0;  
}
```

fputs_test.txt , fgets() , fscan() , fgetc() :

The following program demonstrates reading from fputs test.txt file using fgets(),fscanf() and fgetc () functions respectively :

```
#include <stdio.h>
int main() {
    FILE * file_pointer;
    char buffer[30], c;

    file_pointer = fopen("fprintf_test.txt", "r");
    printf("----read a line----\n");
    fgets(buffer, 50, file_pointer);
    printf("%s\n", buffer);

    printf("----read and parse data----\n");
    file_pointer = fopen("fprintf_test.txt", "r"); //reset the pointer
    char str1[10], str2[2], str3[20], str4[2];
    fscanf(file_pointer, "%s %s %s %s", str1, str2, str3, str4);
    printf("Read String1 |%s|\n", str1);
    printf("Read String2 |%s|\n", str2);
    printf("Read String3 |%s|\n", str3);
    printf("Read String4 |%s|\n", str4);

    printf("----read the entire file----\n");

    file_pointer = fopen("fprintf_test.txt", "r"); //reset the pointer
    while ((c = getc(file_pointer)) != EOF) printf("%c", c);

    fclose(file_pointer);
    return 0;
}
```

getc and putc:

```
#include <stdio.h>
int main() {
    FILE * fp;
    char c;
    printf("File Handling\n");
    //open a file
    fp = fopen("demo.txt", "w");
    //writing operation
    while ((c = getchar()) != EOF) {
        putc(c, fp);
    }
    //close file
    fclose(fp);
    printf("Data Entered:\n");
    //reading
    fp = fopen("demo.txt", "r");
    while ((c = getc(fp)) != EOF) {
        printf("%c", c);
    }
    fclose(fp);
    return 0;
}
```